THE ONE FOR...

A500/600

A1200

CD32

AUGUST 1996
£3.95

VALHALLA & THE FORTRESS OF EVE DEMO VERSION

THE

MAVERICK EDITION

ONE AMIGA

LEGENDS
FULLY REVIEWED

WIN AGAIN WITH 21st CENTURY

VALHALLA DEMO

9 771358 114008 07

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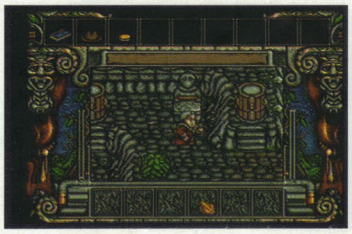
AUGUST 1996

THOSE EARLY BITS

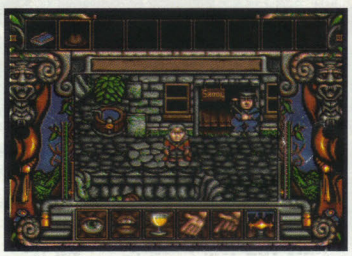
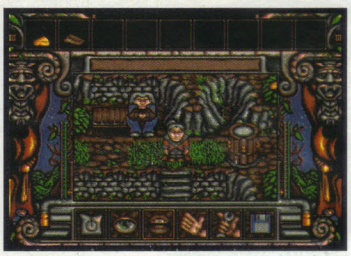
03 **COMPETITION**
We have decided to increase the life of our 21st Century competition as we felt we hadn't given you enough time to enter. Look across the page and find out what you could win and how to win it. It's dead easy!!

06 **BOOT SECTOR**
This month we have the demo of the third of the Valhalla instalments. This is a corker and you will find the review on page 8. Valhalla and the fortresses of eve is set to be a classic, find out why by sticking the cover disc in your slot.



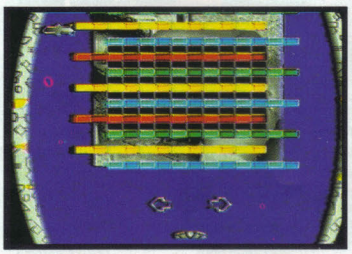
REVIEWS

08 **VALHALLA AND THE FORTRESS OF EVE**
This is a total corker, they don't come much better than this one, and that's for sure! Vulcan have done it again with a high quality game that will have you totally sucked in!

12 **LEGENDS**
This is another adventure game and it's pretty good. It is set in several different time zones on earth and will have you playing for hours and hours. The gameplay is great and the adventure to be had is even better!

14 **PD ZONE**
Yet again bought to you with the help of Online PD we have a PD section where you can discover what's on offer in the world of bargain basement games, created by Amiga users for Amiga users.



FEATURE

10 **VULCAN IN THE SPOTLIGHT**
Here's where we get to talk to the people behind the game. The two heads of Vulcan Software tell us how it all started in this interview. could you create a successful software house?

PINBALL COMPETITION

Yes it's competition time again, we have decided to extend our great 21st Century competition. We only feel it's fair that as you havn't had very much time to reply.

We are giving you the chance to win a copy of Pinball Fantasies, Pinball Illusions, Pinball Mania and Slamtilt. all of these great Pinball games are from 21st Century. We've got together to offer you the chance to win a set of these four games. We have five sets to give away to the lucky winners who will be announced in a future issue. However as with all competitions you will have to do something to win these games. What we want is the answer to one very simple question, and here it is.

Pinball Fantasies and Pinball Illusions were both developed by Digital illusion. Pinball Mania was developed by Spider Soft, but who was Slamtilt developed by?

Answer this question correctly and you will have the chance to win a set of these four games for the Amiga. Simple or what, and remember we have five sets to give away. All the correct answers will be put into a hat and five winners will be picked out. The closing date for this competition is now the 25th of Seeptember 1996.

Your answer should be sent on a postcard complete with your address to;

The One Amiga,
Pinball competition,
16-17 Hollybush Row,
Oxford,
OX1 1JH.

Good luck, before long all the flippers and balls you could possibly want could be yours!

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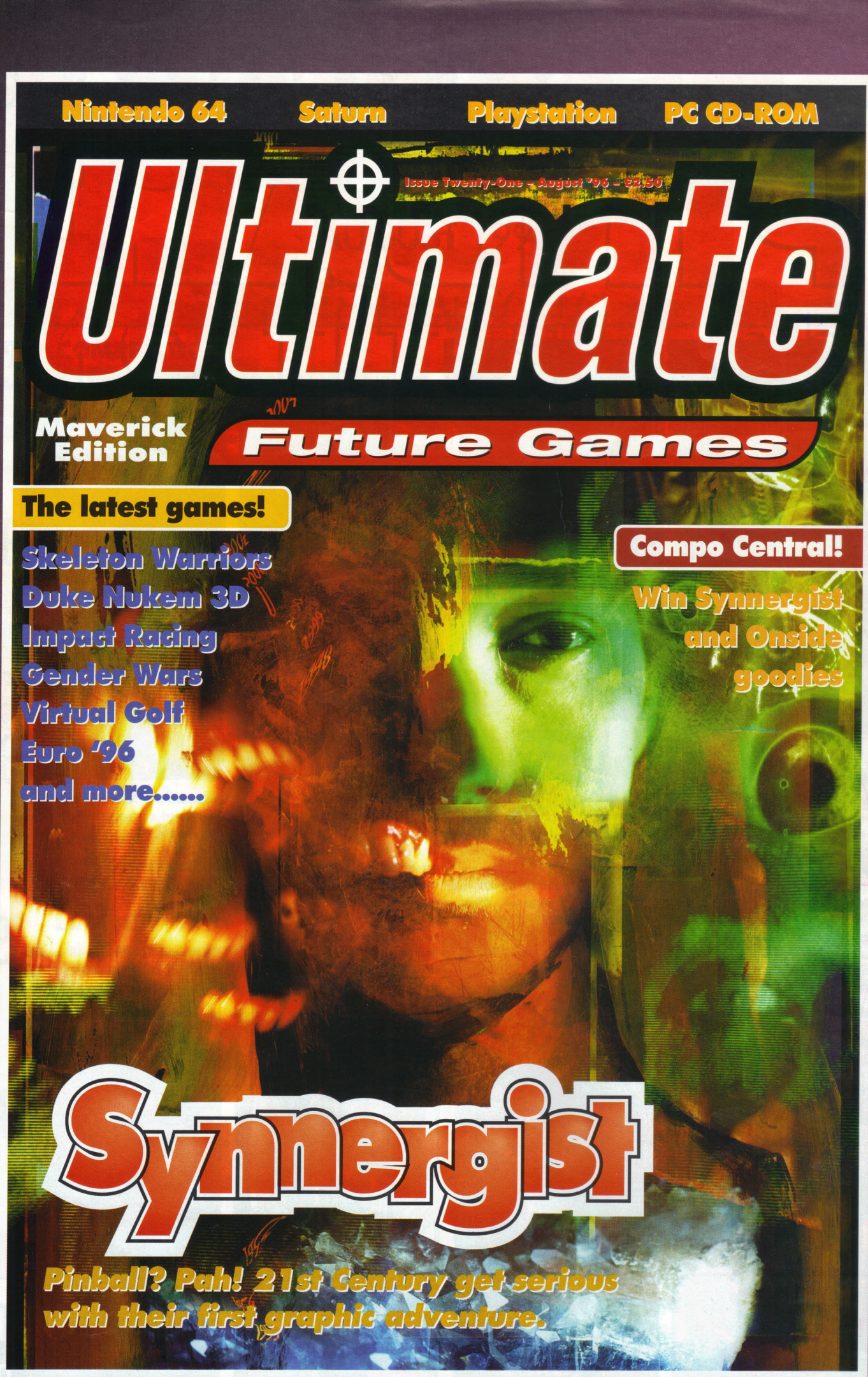


Synnergist

Pinball? Pah! 21st Century get serious with their first graphic adventure.

Ultimate

Future Games

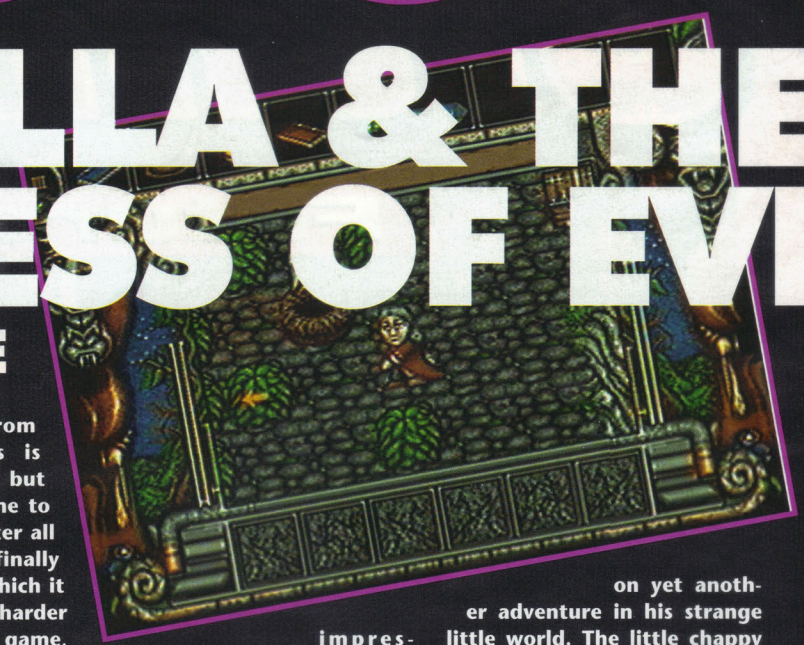
AUGUST ISSUE

OUT NOW

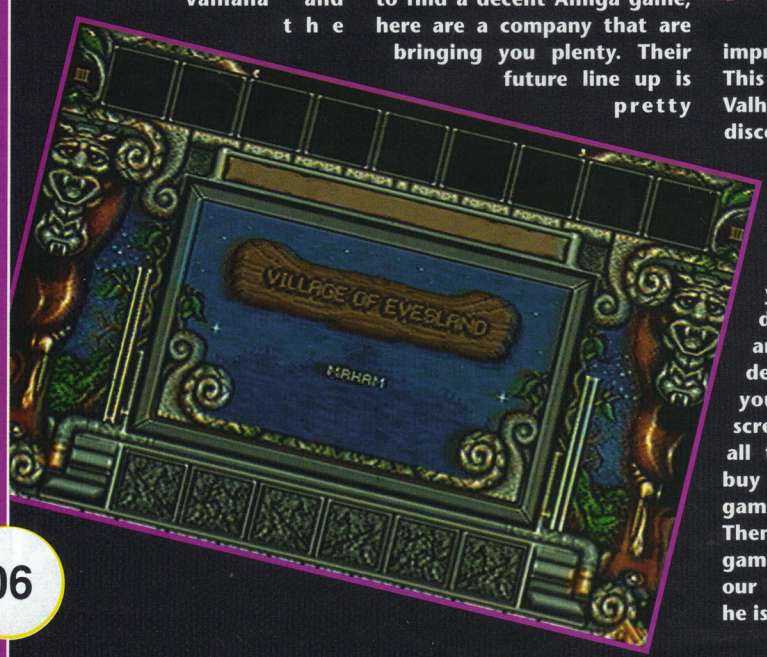
BOOT SECTOR

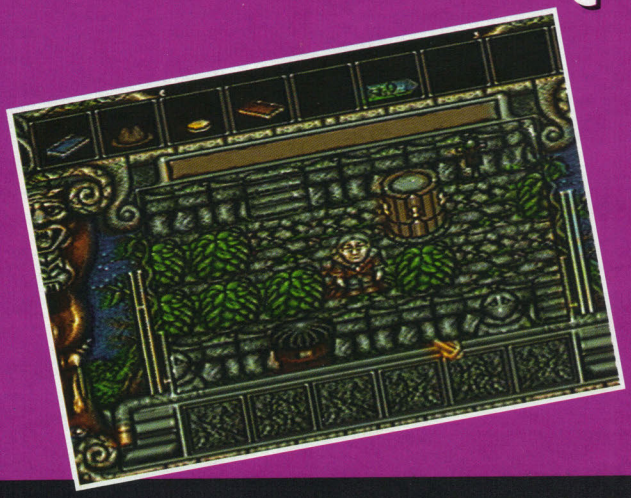
VALHALLA & THE FORTRESS OF EVE

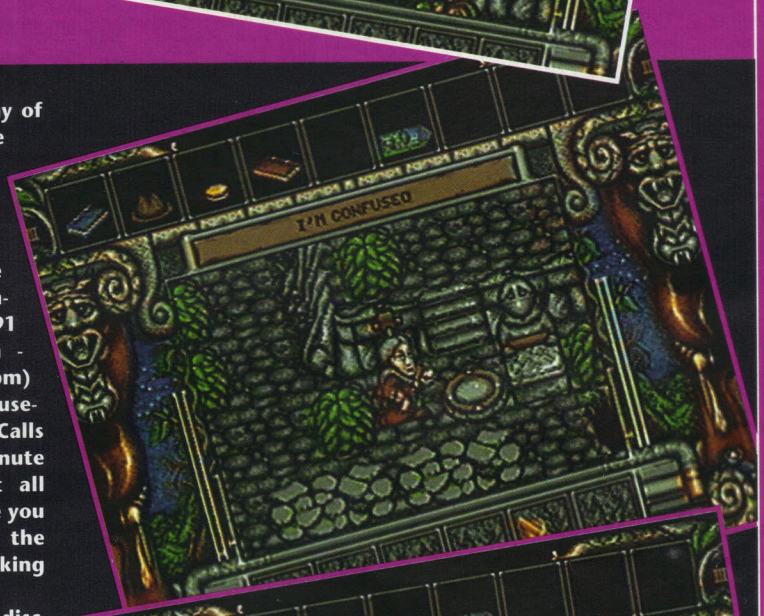
VULCAN SOFTWARE

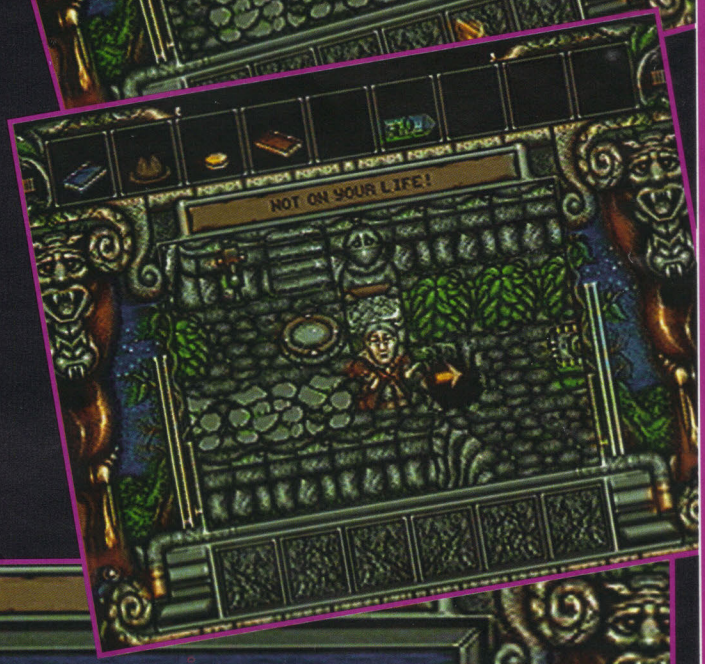


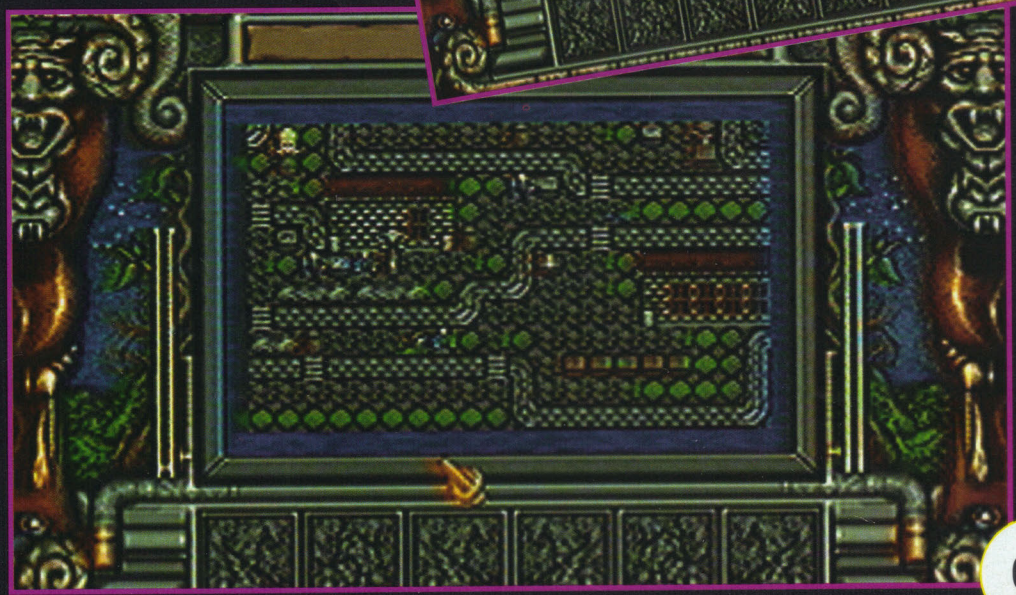
We've given this game an awful lot of coverage in the last few issues. there's been the preview, the coverdisc of the predecessor and now we have the full review and the cover disc. The game is of course "Valhalla and the fortress of Eve" from Vulcan software. This is truly a little cracker, but then you hardly need me to tell you that. At last after all that waiting, it has finally arrived. In a world in which it is becoming harder and harder to find a decent Amiga game, here are a company that are bringing you plenty. Their future line up is pretty impressive, this though, is impressive all on it's own! This is the third game in the Valhalla series, and as you will discover from the interview with Vulcan's head honchos Paul and Lisa, there well may be another one! For the moment though you will have to make do with the three that are now available. This demo is self booting and you will find an intro screen where you will find all the details of how to buy this and the other games in the mini series. Then you can get into the game. you are controlling our little hero, what a star he is. He is about to head off on yet another adventure in his strange little world. The little chappy is easily controlled with just the mouse. You will simply have to point in a direction with the little arrow and then click











the left mouse button. You can also use the functions by moving the mouse to the lower icons and to use the rucksack simply move the pointer to the top icons. The speech as you will hear, is excellent. Hopefully this'll give you a fairly good idea of just how good this game is!

LOADING

This is a rather simplified loading procedure and this month as we have the game all on one disk it's even easier, no insert disk two prompts to follow. All you have to do is stick the disk in it's slot and then wait for the screen where you will find a list of latest releases, how to order these releases. Now just click the mouse again and you are away. Easy isn't it?

CONDITIONS

During the production of our cover disc, we constantly check to ensure that the quality of the disc meets our readers requirements. Whilst discs are checked for virus's, may we point out it is the readers responsibility to virus test the product prior to installation. Similarly prior to instalment, you should check the shutter of the disc, to ensure that it has not been damaged in transit. This is best done by gently sliding the shutter to the left and allowing it to spring back.

Please note that neither The One Amiga nor Maverick Magazines can be deemed liable for any problem arising from the use of the discs. Installation or running any of the programmes on the disc indicates your agreement to this condition.

TECHNICAL SUPPORT

Problems installing the game? Then ring our technical support line on 0891 715929 (weekdays 10am - 12.30pm, 1.30pm - 4.30pm) who may be able to offer useful installation advice. Calls are charged at 39p per minute cheap rate and 49p at all other times. Please ensure you have the permission of the phone owner before making the call.

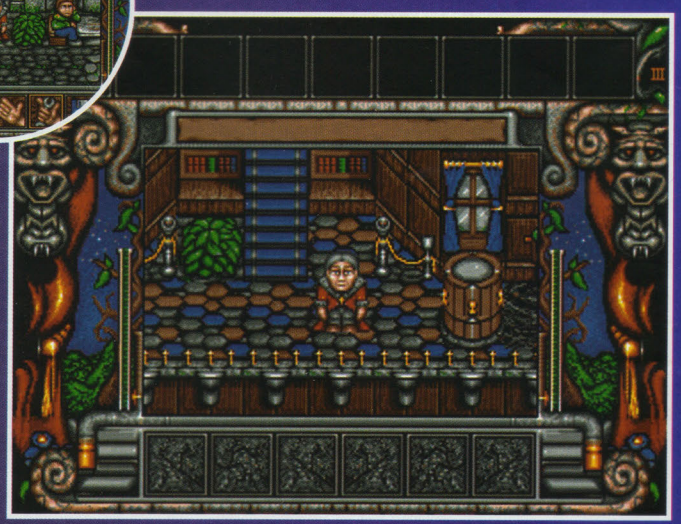
In the unlikely event your disc is damaged or simply doesn't run please return it to the duplicator, Tib Plc, Tib House, 11 Edward Street, Bradford, BD4 7BH. (who may be contacted on 01274 736990) with a stamped addressed envelope and two 25p stamps. Where it is a duplication fault, the postage will be returned along with the replacement disc. Please note we do not carry stocks of replacement discs and all returns must go to the address above.

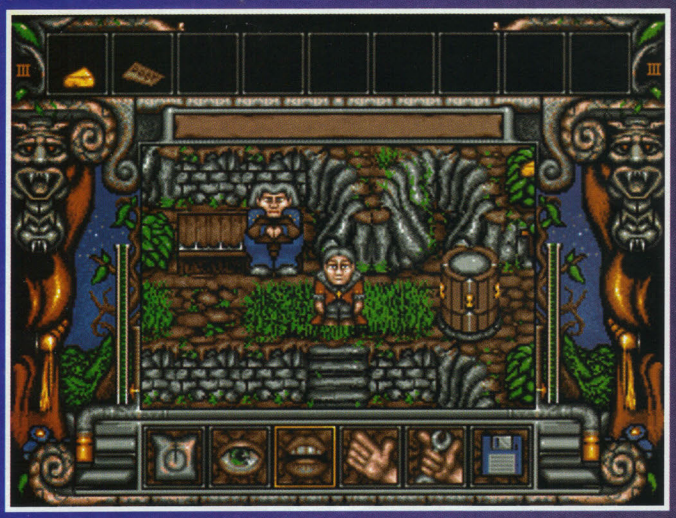
VALHALLA & THE FORTRESS OF EVE

As you may well know, this is the third instalment in the Valhalla game. And at last we are in a position to actually review it. By now many of you will already have played the demo version that is on our cover disc so you will know what this game is like. With all the predecessors ad the cover disc of a demo of the last instalment.

As you probably well know by now, I think Vulcan Software are brilliant. Is this because I went to the same university as them? , or is it the fact that they make great games for the Amiga when so many Software houses have waved the white flag and headed off to do battle in the much more profitable world of PC and next Gen consoles. I think it's due to both the high quality of their stunning games, and the amazing value for money that their superb mini series represents. The mini series includes such greats as the Time Keepers games and the Valhalla games! Now though, there is at last a third Valhalla game. It is Valhalla and The Fortress Of Eve, it's arrived and it's every bit as good as the preview version suggested it would be.

In the preview of the game I gave a synopsis of the story behind the game, I'll go over it again though for the benefit of any of you that missed it. Well in this latest instalment of the game the little prince has grown up and is looking for a wife. The intro animation makes this quite clear,, with the amusing little chap explaining that he has reached the age where he has





started to "notice" girls. This is not going to be easy as all the poor little lasses seem to have disappeared, kidnapped it seems by some evil witch. By the look of his grin in the intro animation, I'd say it's more likely that their fathers have locked them away to keep them out of harms way. Where ever they are he's a man on a mission and he seriously wants a wife! Look out girls, here he comes.

So there you are in control of this funny little chap on another adventure of a lifetime, the way this little fellows going he'll be worn out by the time he's thirty!

THE VERDICT

The game is a superb overhead adventure game that has been remarkably good fun to play. Believe me, I've played it for quite a while . The only complaint I have is the mouse driven control method. In many ways this does have some serious advantages, however in other ways it seems a bit slow and tedious. Despite this you will soon get used to this control method. Also the "surface intelligent foot steps" are corking. This means that they sound different depending on what type of surface you are walking on. There will is a light of Valhalla help icon, where ghosts of Valhalla past will offer advice on objects if they can. The puzzles are also quite a lot more difficult than in the past.

The game will run on all Amigas so you guys and girls who still have 500/+ will also get a look in to a good game. (that must come as something of a shock). This is a big game, turning up on six discs and having four levels! There is also a thousand word vocabulary, however if you are hard of hearing fear not, there will be a text option. It represents great value for money, it's cheap and very very good indeed!

A500 / 600

Publisher : Vulcan Software
Developer : In House

£17.99 Mail Order

Hard Disk Installable

Mouse and Joystick

Memory 1MB | Disks 2

GRAPHICS 88%

SOUND 91%

PLAYABILITY 92%

LASTABILITY 90%

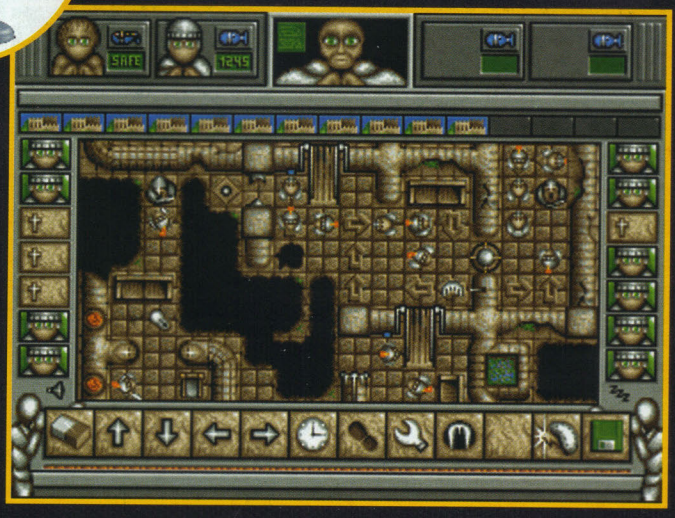
OVERALL 91%

A1200 — There isn't a specific A1200 title, but this A500 version runs suprisingly well.

CD32 — No, No, No, No and no.

VULCAN S

Vulcan Software are a small company, yet their products for the Amiga have got better and better. They now represent a major force in the world of Amiga games, with a long list of hits. However you won't find a Vulcan game in the shop, they are all mail order, and have a major following!



Here we have an interview with the head honchos Paul and Lisa, to find out exactly what makes Vulcan Software tick. The screen shots here are from some of Vulcans products.

Q Why and how did you start Vulcan Software?

A Why we started Vulcan is really the fault of the 'Prince Of Valhalla'. In June 1994 (Paul)) was currently in the film industry, writing scripts and directing shorts, Lisa was initiating her musical career writing, composing and recording songs for an album, for entertainment and interest we played computer games, one in particular springs to mind 'CADAVER' by the Bitmap Brothers. Lisa moaned all the way through the

SOFTWARE

adventure about how the main character didn't seem real and he never said anything! That was the start of Vulcan Software, we decided to put all our other ventures on hold and design the 'First ever speech adventure' for the Amiga. We chose the Amiga Platform due to the ease of use and massive market share at the time.

How was a question of software design and business proposals. After the initial engine was designed it was just a matter of research into producing, advertising, distribution and finance, it was simply another business loan application that started Vulcan Software. Finance was approved, production started, and the rest is history. So far we have not had the need to return to our first vocations but I'm sure they will be combined somewhere in the future.

Q Where did you get the name Vulcan?

A Vulcan was originally picked due to our logical hero Spock need I say from Star Trek, this captured our approach to the industry at the time (very logical and very single minded) as our company identity neared completion we opted for the reference to the mythological God 'Vulcan' he was responsible for making jewellery for other Roman Gods, if you look at our logo it symbolises Vulcan's hammer head smashing the ground creating sparks flying out in all directions.

Q How did you meet each other?

A Mmmm it's so long ago it's hard to remember, we both were attending the same university many moons ago studying for a BA Honours Degree in Media and Design, I think it was the red skin tight dress Lisa wore one day that caught my eye or it could have been the red skin tight dress that I was wearing that day that caught her eye., however it had the same result.

Q Why did you choose the Amiga?

A Always had one, always liked it, the beauty of the Amiga is that, if you want to do something on it you can, there always seems to be an application that suits your needs, it's self contained and cheap. If only PC's operated like an Amiga!

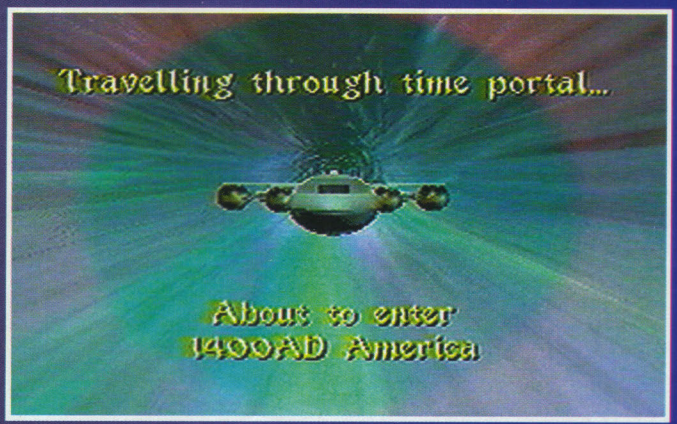
(to be continued next month...)

LEGENDS

It's another adventure game for the Amiga, and it's good!

Legends has been some time in the making. It first started it's long life of development in December 1992. From here it has come a long way with more and more people becoming involved in what is an excellent little adventure game.

Legends is an overhead adventure game where you have to explore your surroundings, find things, work out puzzles, use your weapons to fight off baddies and save the earth. It is very traditional in it's approach and it's look. However this doesn't mean that it isn't any good. It is in fact a very fine game indeed. The story is as strange as any I've heard. You take on the role of a professor's assistant. You are battling to save the earth from devastation, however to do this you must travel to several different times to achieve certain missions. It seems that two evil aliens have been travelling around the earth's time zones and giving the inhabitants weapons that they really ought not to have. They have also been giving these weapons to the rather more evil humans. You have to go back and sort out the evil that has been created by performing specific tasks. To do this you have to go back as a spirit and take over peoples bodies!



If you fail then the earth will come too a dramatic end in 1025 ad.

There are several things that your character can do to make the most of the environment and interact with it. Firstly there is talking and reading. It is possible to chat to characters in the game by approaching them. I must point out at this point that this is not a speech adventure. Any talking is purely text. Some of the characters are very useful. They will tell you where to go, give you hints and advice. Sometimes it's all you can do to remember what you've been told. That's when the Message recall comes in. This is a facility you can use to bring up the last conversation you had. It will actually store 32 messages!

There is also a map which is very useful. It doesn't map any of the houses or caves in the game, but does map the main levels. The inventory and weapon selection are exactly as you would imagine. You will have a variety of weapons with which to defend yourself throughout the game. The four adventures take place in 1400 AD America, 2000 BC Egypt, 500 AD England and 400 BC China, there is also 2025 AD where you take on the aliens on their space ship. All the games look very different and are in fact very different.

THE VERDICT

This is a cracking game. It is rather old in appearance and in the way it plays. It is more of a classic than a ground breaker. However it takes full advantage of what the Amiga does well and provides us with a game that isn't too fancy but has bucket-loads of gameplay. The game like all adventure games takes a bit of puzzling over, however it isn't too hard. You will find that there are a lot of people to talk too especially early on, who will help you a lot. To start with I got absolutely no where but after a couple of runs and reading the hints in the instructions, I soon found my way around. The sub games and the guardians, who are particularly hard to kill, also aid the gameplay a great deal. Each of the four quests are huge, this is a major factor. The game is massive. There are also loads and loads of different characters that you will come across, some of them friendly and some of them not at all friendly! There are also plenty of items to collect and the screen is very smooth as it scrolls. The scrolling is also multi directional.

A500 / 600

Publisher : Guildhall Leisuire
Developer : Manyk

£19.99 Out Now

Hard Disk Installable

Mouse and Joystick

Memory 2MB | Disks 6

GRAPHICS 85%

SOUND 95%

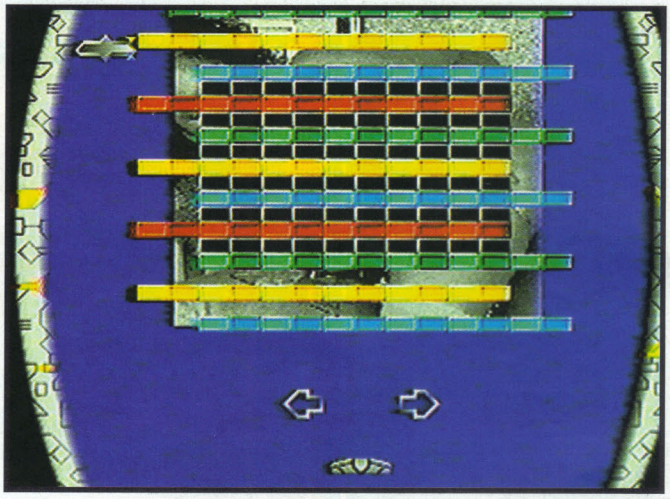
PLAYABILITY 90%

LASTABILITY 91%

OVERALL 89%

PD ZONE

It's another of those amazing PD zones. Here we are with more in the way of top notch PD games for you to read all about. Remember all of these games are available through Online PD. This column is being brought to you with the help of Online PD. They are supplying us with all the games that we are reviewing. With their help we will give you an insight into the world of PD and just what you can get at bargain basement prices, and what you can do if you try! All the information on the latest releases is available from Online PD who can be contacted on 01704 834335.



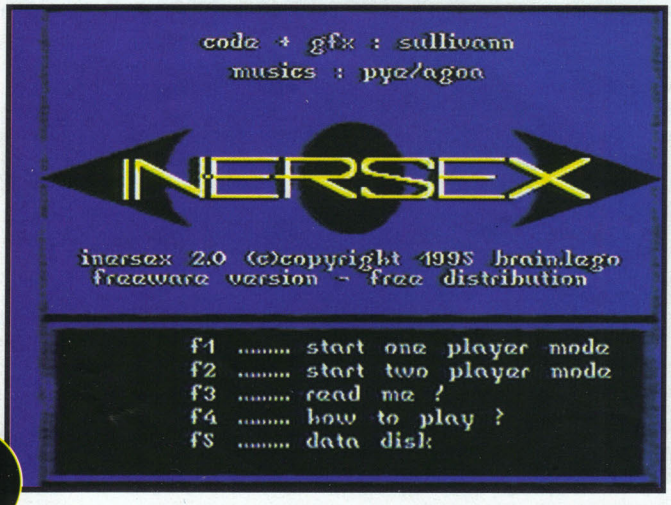
INNER SEX V2.0

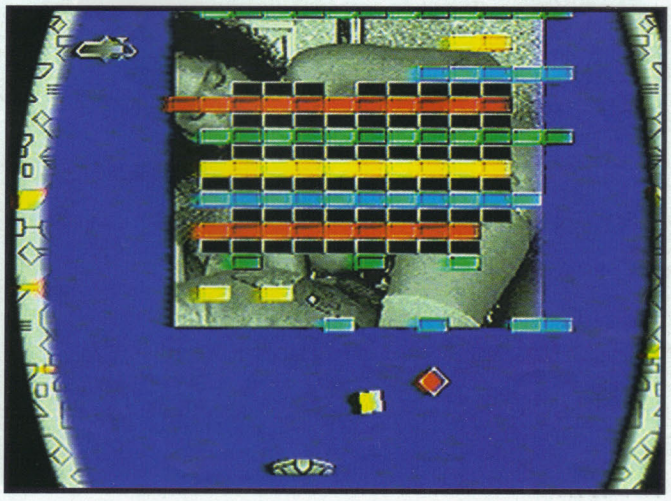
This is a demo of a game by a French chap. It is rather unusual to say the least. The first thing that you notice about this game is the music. Whoever decided to create it actually has some talent. It is Techno style and really pretty good, especially for the Amiga. What is even stranger is the game. To start with it just looks like a rip-off of pong. However it is actually a great deal more. As you slowly send the ball bouncing into the bricks and they shatter, a picture is revealed. As you might already have guessed from the name, there is an element of sex in this game, well pornography more than anything else! You are slowly uncovering pornographic pictures of women! Soft they might be, but there's no getting round it, they are half naked women! This makes the game a great deal more interesting and you decide it's actually worth concentrating after all!

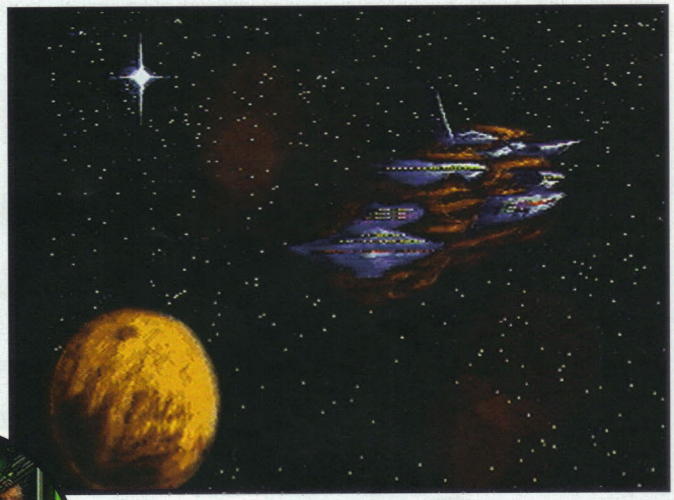
As the bricks are destroyed bonuses are dropped for you to pick up. Some are very useful indeed, making your paddle bigger or more bouncy, others are nothing but a pain in the you know what. They are there to make the screen dimmer or even black out whole sections!

BLOODFEST

Now this is a corker. It's more like Dungeon Master than Doom, that is to say, it moves one square at a time. It was written as part of Mellow Chips contribution to Amiga Formats AMOS competition.


code + gfx : sullivann
musics : pye/agoa
INERSEX
inersex 2.0 (c)copyright 1995 brain.lego
freeware version - free distribution
f1 ..... start one player mode
f2 ..... start two player mode
f3 ..... read me !
f4 ..... how to play ?
f5 ..... data disk

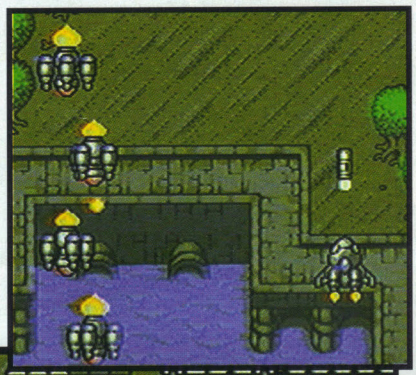




This was in Spring 1995. It seems that the space station that you are on is in trouble. You have been bought out of some kind of Cryogenic suspension and all is not well. There are people trying to kill you and you have to fight back. Initially you are only armed with a knife, however you will find that this is weapon enough to start with. The game is an adventure and will suck you in. For a PD game this really is something. And it was created using AMOS Professional! Just goes to show you.

ARGUS

Argus was written by Craig Burlock, an Australian. We have actually looked at this game before when it was sent to us some time in the past. Now however it is subject to a PD zone review. This game is purely and simply a scrolling shoot 'em up. It's very fast very smooth and the graphics are rather nice, However it's incredibly hard indeed! It has taken me ages and ages to get anywhere in this game and it has been very frustrating indeed! However now that I've started to get into it I'm finding it rather satisfying. This is definitely a game that is worth getting hold off, and I'm sure Online PD would be more than happy to oblige.



ONLiNE PD

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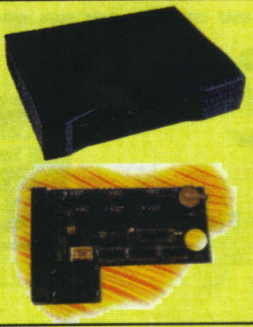

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